

**Specification of Competency Standards for the Automotive Industry**  
**Unit of Competency**

1. Title	Use general materials and tools for vehicle body assembling
2. Code	AUSDBB101A
3. Range	This unit of competency is applicable in vehicle body assembling workshops. Practitioners should be capable to use general materials and tools correctly in a familiar working environment.
4. Level	1
5. Credits	3(for reference only)
6. Competency	<p style="text-align: right;"><u>Performance Requirements</u></p> <p>6.1 Know about the performance and characteristics of materials and the functions of tools</p> <ul style="list-style-type: none"> <li>◆ Understand the performance and characteristics of vehicle body materials</li> <li>◆ Understand how to select adhesive agents, filling materials, securing and locking devices</li> <li>◆ Understand the purposes and functions of general tools</li> </ul> <p>6.2 Select and use general materials and tools</p> <ul style="list-style-type: none"> <li>◆ Select and use general vehicle body materials correctly in a familiar working environment according to instructions, such as: <ul style="list-style-type: none"> <li>• Metal</li> <li>• Wood</li> <li>• Plastic</li> <li>• Glass fibre</li> <li>• Filling materials</li> <li>• Other related materials</li> </ul> </li> </ul>

	<ul style="list-style-type: none"> <li>◆ Select and use general vehicle tools correctly in a familiar working environment according to their purposes, such as:               <ul style="list-style-type: none"> <li>• Hand tools</li> <li>• Pneumatic tools</li> <li>• Electric tools</li> <li>• Measuring tools</li> <li>• Other related tools</li> </ul> </li> </ul>
7. Assessment Criteria	<p>The integrated outcome requirements of this unit of competency are:</p> <ul style="list-style-type: none"> <li>(i) Capable to understand the use of general materials and tools for vehicle body assembling; and</li> <li>(ii) Capable to select and use general vehicle materials and tools correctly in a familiar working environment.</li> </ul>
8. Remarks	